

**SHINING TIME STATION**

**THE ELECTION SHOW**

BY

ELLIS WEINER

From characters and storylines created by  
Britt Allcroft and Rick Siggelkow

FIRST DRAFT  
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SCENE 1  
(MAINSET)

(FADE IN)

(DAY -- STACY AND MIDGE ARE  
ARGUING. DAN AND BECKY EAVESDROP  
FROM THE ARCADE)

MIDGE:

Stacy, I respect your  
opinion. Except when you  
disagree with me.  
Because then you're  
wrong. Like now. I'm  
voting to reelect Osgood  
Flopdinger for Mayor and  
so should you.

STACY:

But there are so many  
problems that the Mayor  
hasn't talked about,  
Midge. The landfill is  
almost full and we don't  
even have a recycling  
program. Main Street  
needs a second  
stoplight--

(ANGLE ON ARCADE. MR. C. APPEARS  
BESIDE BECKY)

DAN:

I've never heard Stacy  
and Midge argue like this  
before.

MR. C:

So it's election time...  
This ought to be  
interesting.

(RESUME ON DESK -- STACY CONCLUDES)

SCENE 1 (CONT'D)

STACY:

Maybe it's time to give someone else a chance. Like this man who just moved to town. The one who's running against the Mayor.

MIDGE:

You're only saying that because you agree with yourself. If you agreed with me, it would be two against one and we'd win.

(SHE LEAVES IN A HUFF AS STACY SIGHS. MR. C. APPEARS ON HER DESK AS BECKY AND DAN RUN OVER TO JOIN THEM)

MR. C:

She certainly told you a thing or two -- I think...

STACY:

And the funny thing is, Osgood Flopdinger could be a good mayor. If he just tried harder.

DAN:

Stacy? Are you going to, like, tell Midge she can't come to the station any more?

STACY:

Why would I do that?

BECKY:

Because you just had a big fight.

SCENE 1 (CONT'D)

STACY:

That wasn't a fight.  
It's time to elect our  
mayor. People all over  
town are having  
discussions like that.  
Just because Midge and I  
don't agree doesn't mean  
we're not still friends.

DAN:

It looked pretty serious.

STACY:

Oh, it is very serious.

BECKY:

Then how can you  
disagree about something  
that serious and still be  
friends?

MR. C:

Some things are so  
serious, most people  
agree to disagree about  
them and leave it at  
that.

STACY:

But we do agree that the  
most important thing is  
to vote. A vote is  
power. But only if you  
use it.

MR. C:

And how will you use it,  
Stacy?

(STACY SMILES, CROSSED FROM DESK TO  
TICKET BOOTH. MR. C. FROWNS, AND  
DISAPPEARS--)

(ANGLE ON TICKET BOOTH -- HE  
REAPPEARS)



SCENE 1 (CONT'D)

MR. C:

(CLEARS THROAT)

STACY:

Oh, don't ask me, Mr. Conductor. I don't know. Osgood Flopdinger is a nice man, but maybe we need someone new for mayor.

MR. C:

I agree. It's time for a change.

STACY:

I wish I knew more about the Mayor's opponent. He's a very mysterious figure.

MR. C:

I've seen his picture. He looks kind of familiar.

STACY:

They say he was elected to an important office some time ago. Then he went into retirement.

BECKY:

You should vote for him. It would be neat having a mysterious guy for mayor.

STACY:

It's not that simple. I want to talk to him and see what he stands for.

SCENE 1 (CONT'D)

MR. C:

And get a feel for his  
basic character. Like  
whether he's honest.

(THE VOICE OF JAKE SCOOP IS HEARD  
ON THE PLATFORM)

SCOOP (OS):

Mr. Mayor! Mr. Mayor!

(MR. CONDUCTOR REACTS, WAVES BYE-  
BYE, AND VANISHES AS --)

(THE MAYOR ENTERS IN A TIZZY,  
DOGGED BY SCOOP, TAKING NOTES)

MAYOR:

I'm here. And you can  
quote me.

SCOOP:

Speaking of quotes, Mr.  
Mayor, didn't you say  
yesterday that--

(CONSULTS NOTES)

"-- if I'm elected I'll  
put two stoplights on  
every corner"?

MAYOR:

Did I say that? Why I  
suppose I did. It's not  
bad, is it...

SCOOP:

But you also said last  
week that "more  
stoplights are a waste of  
money". If that's true,  
why would you put two  
stoplight on every  
corner?

SCENE 1 (CONT'D)

MAYOR:

Well where else should we  
put them? In the  
library?

(TURNS, FACES KIDS)

Citizens--!

(STOPS; BAFFLED)

Where are the citizens?

(HE LOOKS AROUND, AND FINDS HIMSELF  
STARING AT SCHEMER, WHO ENTERS FROM  
OTHER SIDE OF PLATFORM)

Schemer, you're a  
citizen. I'll give my  
speech to you...

(TAKES OUT SPEECH FROM POCKET)

Fellow citizens -- I  
mean, fellow Schemers: ya  
know, when I think of the  
flag, I get a feelin'--

SCOOP:

Mr. Mayor? Speaking of  
feelings, in the latest  
poll you're in second  
place. How does that  
make you feel?

(MAYOR STOPS -- THIS PENETRATES  
EVEN HIS HAZE. STARES AT SCOOP)

MAYOR:

Well, it could be worse.  
I could be in last place.

SCOOP:

Uh... Mr. Mayor? There  
are only two people  
running. You are in last  
place.

SCENE 1 (CONT'D)

MAYOR:

I am? I don't know what to say. And you can quote me.

(SCOOP WAVES THANKS AND DASHES OUT.  
SCHEMER APPROACHES THE MAYOR)

SCHEMER:

Mr. Mayor, let me be blunt. Your campaign is a mess. You're saying all the wrong things and none of the right things. The press is eating you for breakfast. You're mumbling and fumbling and dithering and blithering.

MAYOR:

No, I, well, uh, but, I, um--

SCHEMER:

What you need is a campaign manager. What you need.. is me. With me running your campaign, even you can't lose.

MAYOR:

Even me? Well well--

SCHEMER:

Of course, I cannot do this for free. I'm a businessman. So suppose we say that, if -- or rather, when -- you win, you will give me... all the money you have.

MAYOR:

I don't think I can afford that.

SCHEMER:

Then how about when you win, you appoint me Secretary of Money. That means I would be in charge of all the town's money, and I could spend it however I wanted. it's either that, Mr. Mayor, or you lose the election.

(THE MAYOR AGONIZES FOR TWO SECONDS. HOLDS OUT HAND, THEY SHAKE)

MAYOR:

All right, Schemer. You're my manager. Shall I tell you my basic philosophy about being mayor?

SCHEMER:

No. Go back to your office.

MAYOR:

Yes, all right. I like my office. Citizens! Thank you.

(HE LEAVES. SCHEMER RUBS HIS HANDS IN GLEE)

(CUT TO:)

SCENE 2

(INT. JUKEBOX -- DRESSING ROOM)

(THE PUPPETS ARE TAKEN ABACK)

DIDI:

Is Schemer kidding, or  
what? He doesn't know  
anything about running a  
political campaign.

GRACE:

Looks like he knows more  
than the Mayor.

REX:

So who you gonna vote  
for, Tex?

TEX:

You got me, Rex. I don't  
know anything about that  
new fella.

TITO:

And how good can the  
Mayor be if he just hired  
Schemer?

DIDI:

Let's vote for the new  
guy.

ALL:

Yeah!

(CUT TO:)

SCENE 3  
(MAINSET)

(LATER)

(SCHEMER IS BUSILY SLAPPING UP POSTERS AND BUMPER STICKERS READING "FLOPDINGER FOR MAYOR" AND "RE-ELECT FLOPDINGER", ETC. EACH POSTER ALSO MAKES MENTION OF SCHEMER AS CAMPAIGN MANAGER. HE WEARS A HUGE CAMPAIGN BUTTON WITH THE MAYOR'S FACE ON IT. WHILE HE WORKS, STACY EMERGES FROM BILLY'S WORKSHOP, WATCHES. HE SLAPS A STICKER ON THE MAIN DESK, SEES HER, AND GOES OVER, AND TRIES TO DRAPE A MISS AMERICA-STYLE BANNER OVER HER HEAD. SHE RECOILS)

STACY:

Oh no, Schemer. I am not helping in this campaign of yours.

SCHEMER:

Come come, Miss Jones. You like the Mayor, don't you?

STACY:

Yes, but I don't know if I want to vote for him. What are his positions and ideas?

SCHEMER:

Who cares! The question is, what are his stickers and posters? As you can see: fab-u-lous. The other question is, what is his catchy campaign slogan? I've got that, too. Ready?

STACY:

(SIGHS)

I can't wait.



SCENE 3 (CONT'D)

SCHEMER:

"Floppy-D, the Mayor for me."

STACY:

"Floppy-D"?

SCHEMER:

Makes you feel good all over, doesn't it?

STACY:

Schemer, since when are you qualified to be a campaign manager? And what does all this have to do with running a town?

SCHEMER;

Miss Jones, a snappy campaign slogan means a snappy mayor. Right?

(ANGLE ON PLATFORM -- MIDGE AND A PASSENGER ENTER)

STACY:

Wrong! people don't want clever slogans. They want to know what a candidate will do for them, and if he's honest. Look, if you're the manager, you tell me: where does the Mayor stand on the question of recycling?

PASSENGER:

On his head, usually.

SCHEMER:

I heard that!



SCENE 3 (CONT'D)

PASSENGER:

Good. Then you'll also hear this: The Mayor is a goofball. Let me spell that for you. G-oof-b-all. Goofball.

SCHEMER:

Hey, pal, come here.

(SCHEMER GLARES AT PASSENGER -- THEN PASTES A STICKER ON PASSENGER'S MOUTH. PASSENGER STAGGERS OFF)

MIDGE:

That's undemocratic, Schemer!

(SHE TURNS AND GOES TO HELP PASSENGER -- AND SCHEMER SLAPS A STICKER ON HER BACK. PASSENGER AND MIDGE LEAVE)

SCHEMER:

That's how you win elections, Miss Jones. Advertise.

(ON PLATFORM - THE MAYOR ENTERS EAGERLY)

MAYOR:

Schemer? I saw two people outside wearing stickers with my name on them. Is that good?

SCHEMER:

Good isn't the word, Mr. Mayor. Let me bring you up to speed on the campaign. We have buttons. We have stickers. We have posters. And -- what? Did someone say, What about a campaign song?

SCENE 3 (CONT'D)

(HE DASHES TO THE JUKEBOX UNDER--)

MAYOR:

Why no, I don't believe  
anyone--

SCHEMER:

We have a dandy. Listen  
to this.

(BEAT)

Uh, got a nickel?

(THE MAYOR HANDS HIM ONE. SCHEMER  
PUTS IT IN, PUNCHES NUMBERS --)

(CUT TO)

SCENE 4

(INT. JUKEBOX)

(THE PUPPETS ARE LESS THAN  
THRILLED)

GRACE:

Uh-oh. Here it comes.

DIDI:

I hate the way Schemer  
rewrote this song!

REX:

We gotta do it. A job's  
a job, Tex.

TEX:

A song's a song, Rex.

TITO:

And a nickel's a nickel,  
people. And  
a-one, a-two--

(PUPPET SONG: "HUZZAY FOR THE  
RAILWAY" [WITH NEW LYRICS])

(DURING SONG WE CUT AWAY TO SCHEMER  
SHOWING THE MAYOR ALL HIS NEW  
CAMPAIGN ADVERTISING, INCLUDING  
PUTTING THE MAYOR IN A SANDWICH  
BOARD WITH MAYOR ON ONE SIDE AND  
SCHEMER ON THE OTHER)

(CUT TO:)

SCENE 5  
(ARCADE)

(THE MAYOR LOOKS UNCERTAIN)

SCHEMER:

Whattaya think, Osgood?

MAYOR:

Well, it's, uh, very beautiful, of course, and has a lively beat and so forth... But isn't it about you as much as about me?

SCHEMER:

Who do you think wrote it?

MAYOR:

But you're only the campaign manager. I'm a sitting mayor!

SCHEMER:

You may be sitting now, but you'll be out pounding the pavement if we don't win this one --

(ON PLATFORM -- MIDGE ENTERS, ANGRY, WITH JAKE SCOOP)

MIDGE:

Osgood, I've got a few bones to pick with you. For one thing, how come the fireworks were so piddly last Fourth of July?

MAYOR:

I, they, um, uh -- piddly? I--

SCENE 5 (CONT'D)

SCHEMER:

We're addressing the piddliness factor. Next time we promise to spend two million dollars on fireworks. Next question.

SCOOP:

Two million! Wow!  
Where's the money coming from?

MIDGE:

And another thing. Every town worth its salt recycles cans and bottles. How come we don't?

MAYOR:

Well, quite simply because, uh, you see, many bottles are shaped like, uh, bombs--

(SCHEMER STEPS IN FRONT OF THE MAYOR)

SCHEMER:

I'll handle this. It just so happens we're planning a massive, humongous program to recycle cans AND bottles AND toothpicks AND bedroom slippers.

SCOOP:

(WRITING FURIOUSLY)

Great! How?

SCENE 5 (CONT'D)

SCHEMER:

And! We're going to generate electricity out of leftover fishcakes from the diner. We're exploring ways to convert old newspapers into bicycles. The Mayor is going to go to Japan, every Thursday, just to see what's going on.

SCOOP:

Fantastic! Who's paying for it?

(ANGLE ON PLATFORM -- DAN AND BECKY ENTER)

(SCHEMER SPOTS THEM AND RUNS OVER; THE OTHERS DRIFT OVER TO JOIN)

SCHEMER:

But can I be serious for a moment? This isn't for us. It's for... the children. These kids are our most precious natural resource.

(HE BENDS DOWN TO BECKY AND SPEAKS PATRONIZINGLY, AS THOUGH TO A TWO-YEAR-OLD. SHE STARES BACK DEADPAN)

Little girl? Would you like to have your picture taken with... THE MAYOR?

BECKY:

Snap out of it, Schemer.

SCENE 5 (CONT'D)

SCHEMER:

Let's ALL have our  
picture taken with the  
Mayor! If he'll let us.

(SCHEMER HERDS KIDS OVER TO MAYOR.  
PLEADINGLY--)

Will you, Mister Mayor?

MAYOR:

Well, I, you know, I'm  
very busy these days,  
what with the election  
and all--

(SCHEMER SHOVES HIM OVER TO KIDS)

SCHEMER:

Of course you will!  
Politicians love to have  
their pictures taken with  
children! Fire away,  
Scoop.

DAN:

Wait a minute. I want to  
ask the Mayor what he's  
going to do about fixing  
the playground.

BECKY:

I want to ask him why the  
library isn't open on  
weekends.

SCHEMER:

Kids? That's enough.  
The job of children in  
politics is to pose for  
photos and kisses.

(DANCES AROUND, CLAPS HANDS)

Pho-tos and kis-ses--!

SCENE 5 (CONT'D)

BECKY:

Forget it, Schemer.

(THE KIDS DISENGAGE AND MARCH BACK  
TOWARD PLATFORM AS SCHEMER SPEAKS  
TO MAYOR. WE LOSE SIGHT OF KIDS  
AS--)

SCHEMER:

Who needs them? We want a  
picture with babies!  
Midge, got any babies on  
you?

(BUT MIDGE IS LOOKING TOWARD  
PLATFORM, PUZZLED)

MIDGE:

What's going on over  
there?

(ALL TURN TO LOOK AT--)



SCENE 6  
(PLATFORM)

(KIDS HAVE CLUSTERED TOWARD EXIT,  
NOW SLOWLY PULL BACK INTO STATION,  
BECAUSE SOMEONE IS ENTERING. JAKE  
SCOOP RUNS OVER, AND TAKES PHOTOS  
OF FIGURE WHO HAS NOT YET ENTERED)

SCOOP:

Hold it! Thanks!

(--AND FINALLY THE OTHER CANDIDATE,  
MILLARD RICHHOUSE, WHO BEARS A  
STRIKING RESEMBLANCE TO RICHARD  
NIXON, ENTERS)

RICHHOUSE:

You're very, very  
welcome.

(HE GOES TO KIDS AND AWKWARDLY  
INSERTS HIMSELF AMONG THEM AS SCOOP  
SNAPS. KIDS ARE SO PUZZLED THEY  
JUST STAND THERE)

SCOOP:

(AIMING CAMERA)

Just look natural --

(RICHHOUSE SHOOTS OUT BOTH HANDS IN  
THE FAMILIAR "V" SIGN, AS FROM THE  
HELICOPTER EN ROUTE TO EXILE. THEN  
HE SEEMS TO HESITATE -- MAYBE  
THAT'S TOO PASSE. DRAWS IN BOTH  
HANDS, AS THOUGH ON PULLEYS, AND  
INSTEAD GRINS AND DOES A MECHANICAL  
THUMBS-UP. FLASH AS SCOOP SHOOTS.  
THEN RICHHOUSE STEPS DOWNS INTO  
STATION, SEES THE ASSEMBLED LOOKING  
ON, AND SO LAUNCHES INTO A SPEECH)

SCENE 7  
(MAINSET)

RICHHOUSE:

My fellow Shining Timers:  
Hello. Some of my  
enemies have asked why I  
am running for mayor of  
this great town of ours.

SCOOP:

What enemies?

RICHHOUSE:

Well let me be perfectly  
clear about that: I am  
running because I believe  
that this town needs a  
strong mayor, a mayor who  
can make the hard  
decisions, who won't cut  
and run when the going  
gets tough.

SCOOP:

What enemies?

RICHHOUSE:

Now I know there are  
certain members of the  
press who will ask, What  
enemies? Well, that is  
their right. They know  
who they are. And let me  
say, I've been a public  
servant all my life, and  
I know who they are, too.

MIDGE:

He must really know his  
stuff. I can't  
understand a word he's  
saying.

SCENE 7 (CONT'D)

RICHHOUSE:

I've been in the kitchen.  
I can take the heat. And  
I can dish it out. All  
my life I've been a  
servant in a hot kitchen,  
dishing it out and taking  
it upstairs to the rich  
people eating fancy  
dinners with my enemies.  
So thank you and now it's  
on to City Hall!

(POLITE APPLAUSE FROM ALL; SCHEMER  
PULLS MAYOR OVER TO RICHHOUSE)

SCHEMER:

Hey, Richhouse, I'd like  
you to meet the REAL  
mayor, the Honorable  
Osgood Bob Flopdinger.

(THUMBS TOWARD RICHHOUSE)

Millard Richhouse, the  
other guy.

(THEY STIFFLY SHAKE HANDS AS SCOOP  
SHOOTS PHOTO)

You just moved to town,  
didn't you? So you don't  
know a thing about our  
problems here.

RICHHOUSE:

(RE: MAYOR)

I know a heck of a lot  
more than him!

(UPROAR. ALL START TALKING AT  
ONCE -- THE MAYOR INDIGNANT,  
RICHHOUSE IMPLACABLE, ETC. -- UNTIL  
SCOOP INTERVENES AND SHOUTS FOR  
QUIET)

SCENE 7 (CONT'D)

SCOOP:

Gentlemen! Why don't we  
settle this in the usual  
way? A debate.

RICHHOUSE:

As long as it isn't run  
by the press.

MAYOR:

Or the voters.

SCHEMER:

Who else is there? okay,  
no debate--

SCOOP:

I've got it. We'll  
have the children run it.  
they can ask the  
questions. We'll  
broadcast it live on TV!  
"Meet the Kids"!

MAYOR:

The kids? But they  
don't even vote.

SCHEMER:

It's a deal.

(TO RICHHOUSE)

See you at the debate.

(TO MAYOR, LEADING HIM OFF)

You're smarter than most  
kids, aren't you?

(MAYOR NODS -- DOUBTFULLY -- AS  
WE --)

(DISSOLVE TO:)

SCENE 8  
(MAINSET)

(NEAR SIGNAL HOUSE)

(THE KIDS ARE EXCITED ABOUT THE  
DEBATE)

DAN:

I can't wait to ask the  
Mayor about the  
playground.

BECKY:

I can't wait to ask Mr.  
Richhouse about  
recycling.

(MR. C. APPEARS, STRUGGLING WITH  
BALLOON)

DAN:

Mr. Conductor! Need some  
help?

MR. C:

No, thanks, Dan --

(THE BALLOON EXPELS AIR, DRAGGING  
HIM ACROSS THE BENCH/FLOOR. HE  
GETS BACK TO HIS FEET)

That's what you get when  
you lose control of your  
own hot air. Reminds me  
of politicians, actually.  
Funny thing is, the more  
hot air they let out, the  
more puffed up they  
become!

DAN:

The Mayor sure seems  
puffed up. I don't know  
about Mr. Richhouse,  
though. He seems more  
like puffed-down.

SCENE 8 (CONT'D)

MR. C:

The Mayor's problem is simple. He just doesn't know when to admit a mistake.

KARA:

Like hiring Schemer to run his campaign.

MR. C:

Not that he's the only one like that. In fact the case of Gordon and Edward -- well, see what you think...

(HE BLOWS HIS WHISTLE)

(DISSOLVE TO:)

SCENE 9

(THOMAS EPISODE #2 -- "EDWARD HELPS  
OUT")

(DISSOLVE TO:)

SCENE 10  
(MAINSET)

BECKY:

Gordon is so full of  
himself!

DAN:

He couldn't even admit  
that Edward helped him.

BECKY:

Just like the Mayor can't  
admit that Schemer ISN'T  
helping him.

MR. C:

If he doesn't get rid of  
Schemer and back on  
track, we may just have a  
new mayor...

(DISSOLVE TO:)



SCENE 11

(FULL SCREEN GRAPHIC: "MEET THE KIDS")

(MUSIC UP -- URGENT, NEWSY TELETYPE THEME)

(CUT TO: "THE RACE FOR MAYOR")

SCOOP (VO):

Welcome to "Meet the Kids". Today's topic: The Race for Mayor.

(DISSOLVE TO:)

SCENE 12  
(MAINSET)

(THE DEBATE SET HAS BEEN SET UP:  
TWO PODIUMS SOME DISTANCE APART,  
WITH THE QUESTIONERS' TABLE  
DOWNSTAGE CENTER. BUNTING,  
BALLOONS, ETC. LIGHTS UP: THE  
KIDS ARE IN PLACE, AS ARE THE  
CANDIDATES. WE ALSO SEE A TV  
CAMERA SHOOTING THE SCENE, AND  
SCOOP FRONT AND CENTER, WITH MIKE.  
HE ADDRESSES THE CAMERA AND  
"STUDIO" AUDIENCE. INTERCUT AMONG  
ALL AS APPROPRIATE)

SCOOP:

Good evening, and welcome  
to the Shining Time  
Station Debate. We'll  
start the questioning  
with Dan.

DAN:

Mr. Richhouse, how will  
you fix up the playground  
in the park?

RICHHOUSE:

By making the hard  
choices and the tough  
decisions.

DAN:

How about you, Mayor  
Flopddinger?

SCHEMER:

Uh, Mr. Moderator? May I  
ask that the questioners  
address the Mayor as  
"Hizzoner, Floppy-D"?

SCOOP:

No. Mr. Mayor, please  
answer the question.

SCENE 12 (CONT'D)

MAYOR:

I, uh, --

(HE SQUINTS, AND SEES --)

(ANGLE ON SCHEMER -- HE IS HOLDING  
UP CUE CARDS, WHICH MAYOR READS)

"We'll build a whole new  
playground. Kids who  
want to play in it will  
pay Schemer a small  
admission fee."

(THE CROWD [STACY, MIDGE,  
PASSENGERS, ETC.] MURMUR IN  
DISAPPROVAL)

SCOOP:

Next question from Becky.

BECKY:

Mr. Richhouse, what is  
your position on  
recycling?

RICHHOUSE:

I've been recycling  
myself for fifty years.

BECKY:

Mayor Flopdinger?

MAYOR:

(READING CUE CARD)

Uh... "I won't know until  
I hire Schemer to study  
the situation and tell me  
what I think."

(THE CROWD AGAIN VOICES  
DISAPPROVAL)

SCOOP:

Another question from  
Becky.

SCENE 12 (CONT'D)

BECKY:

Mr. Richhouse, what  
advice would you give to  
kids about life?

RICHHOUSE:

Destroy your enemies  
before they destroy you.  
Always tell the truth if  
you can afford to. Don't  
quit unless they make  
you.

BECKY:

How about you, Mr. Mayor?

MAYOR:

(READING)

Uh, um -- "When in doubt,  
say Schemer--"

(THE MAYOR FALTERS AS THE CROWD  
GETS LOUDER AND MORE DISTRESSED)

Well he's telling me to  
say that.

(THE CROWD BOOS AND WAVES OFF THE  
MAYOR. SCHEMER SEES THIS, THROWS  
HIS HANDS UP IN RESIGNATION, GRABS  
A SIGN, AND SCRAWLS ON IT. HOLDS  
IT UP TO MAYOR, WHO READS)

SCENE 12 (CONT'D)

MAYOR:

"I... I quiet... I quite  
-- I quite what?... I-I  
quit? Look here,  
Schemer, you can't quit.  
You're fired!

(AS CROWD CHEERS)

Friends, I apologize.  
We'll buy new equipment  
for the playground.  
We've been too slow too  
start recycling, but if  
you elect me I'll get on  
it right away. I've been  
wrong to avoid talking  
about these things. But  
my biggest mistake was in  
hiring Schemer. He has  
no respect for the voting  
public. I may be a  
little distracted, but  
you all know I respect  
you. Thank you.

HE NODS, AND EXITS)

RICHHOUSE:

Now wait a minute. I can  
do that. I didn't even  
hire that Schemer fella,  
but if I did, I'd fire  
him, too. Thank you, and  
you're fired.

(HE NODS, LEAVES. PUZZLED MURMUR  
FROM CROWD AS WE --)

(DISSOLVE TO)

SCENE 13  
(MAINSET)

(NEXT DAY. A BALLOT BOX STANDS IN  
THE MIDDLE OF THE STATION. PEOPLE  
ARE SEEN DROPPING THEIR BALLOTS IN.  
LINGERING ON THE SIDE IS JAKE  
SCOOP, TAKING NOTES AND OBSERVING)

SCENE 14

(INT. JUKEBOX)

(THE PUPPETS ARE EXCITED. DIDI STANDS FRONT AND CENTER WITH BALLOT, FOLDED INTO PAPER AIRPLANE, IN HER HAND. [THE OTHERS HAVE ALREADY VOTED.] )

DIDI:

Come on, you guys!  
Aren't you going to vote?

TITO:

We already did, Didi.  
You're the last one.

DIDI:

I better hurry up. Hey,  
who'd ya vote for?

(SILENCE -- THE OTHERS FIDGET)

Well? Come on! Who?

REX:

Thing is, darlin', voting  
is a private business.  
Ain't that so, TEX?

TEX:

I don't even know who you  
voted for, Rex.

TITO:

So send it on out, honey,  
and let's rehears.

DIDI:

Okay --

(SHE TOSSES PLANE)

(FAST CUT TO --)

SCENE 15  
(MAINSET)

(A FOOT OF JUKEBOX -- FIVE AIRPLANES ARE ON FLOOR. STACY PICKS THEM UP AND CROSSES TO BALLOT BOX, DROPS THEM IN. MIDGE WATCHES HER, CLUTCHING HER BALLOT. SHE GOES TO BOX, DROPS IT IN, UNDER --)

MIDGE:

Don't ask. I'm not telling.

STACY:

I'm not asking.

(STACY GOES TO HER DESK, GETS HERS, RETURNS TO BOX, DROPS IT IN, AS MIDGE WATCHES)

MIDGE:

I'm not interested.

STACY:

I'm not telling.

MIDGE:

(BEAT)

I'm wondering.

STACY:

I'm not telling.

MIDGE:

I'm not asking!

(SCHEMER APPEARS ON PLATFORM)



SCENE 15 (CONT'D)

SCHEMER:

Attention, voters.

(GOES TO BOX)

I, Schemer, hereby cast  
my ballot for--

(STUFFS IT IN)

--MILLARD RICHHOUSE.  
Because if Osgood  
Flopdinge won't listen  
to me, I won't vote for  
him. So there.

(HE LEAVES. IMMEDIATELY, MR. C.  
APPEARS ON BOX, HOLDING LIFE-SIZE  
[i.e. TO HIM, GIANT] BALLOT. HE  
LOOKS AROUND -- NO ONE SEES HIM.  
DROPS BALLOT IN BOX, DUSTS OFF HIS  
HANDS, DISAPPEARS)

(ANGLE ON PLATFORM -- DAN AND BECKY  
ENTER. THEY SEE SCOOP AND GO OVER  
TO HIM)

BECKY:

So, Mr. Scoop, who'd you  
vote for?

DAN:

Becky! You're not  
supposed to ask that.  
Voting is personal.

SCOOP:

That's okay. The answer  
is, nobody. What's the  
point? One vote won't  
make any difference.

KARA:

If everybody felt that  
way, there wouldn't be  
any elections at all.

SCENE 15 (CONT'D)

SCOOP:

Okay, but other people do  
vote.

DAN:

Yeah, which means that if  
you don't, they get to  
use their power, but you  
don't use yours.

BECKY:

Whoever winds is going to  
be your mayor whether you  
vote or not.

(BEAT. SCOOP PONDERES)

SCOOP:

I see your point.

(CROSSES TO BOX)

But it still won't make  
any difference.

(HE GETS BALLOT, FILLS IT IN, DROPS  
IN BOX)

(DISSOLVE TO:)

SCENE 16  
(MAINSET)

(NEXT DAY. STACY IS AT MAIN DESK,  
WHILE KIDS HANG OUT NEAR SIGNAL  
HOUSE. SUDDENLY MIDGE SCURRIES IN,  
AGOG)

MIDGE:

Stacy, guess what. He  
won! Osgood! By one  
vote! Which was probably  
mine!

(SCHEMER SUDDENLY APPEARS, RUNS IN)

SCHEMER:

Guess what!

MIDGE:

We already know.

SCHEMER:

Floppy-D has been re-  
elected! Which means my  
campaign was a success!

(OFF HER GLARE)

At first. A little.

(THE MAYOR COMES HUFFING IN)

MAYOR:

Stacy, Midge, kids...  
even Schemer: it was  
close, but we did it.

(TO SCHEMER)

By "we" I men, I did it.

(TO ALL)

I want to thank you --  
most of you -- and I  
promise to live up to my  
promises... including  
that one. And that's a  
promise. And that one  
too...oh dear...

SCENE 16 (CONT'D)

(HE WANDERS OFF, MUTTERING. JAKE  
SCOOP ENTERS, GOES UP TO KIDS)

SCOOP:

Looks like you guys were  
right. Not only did my  
vote make a difference --  
but everybody's did.

(THE KIDS HOLDS OUT THEIR; SCOOP  
GIVES THEM FIVE)

(CUT TO:)

SCENE 17

(INT. JUKEBOX -- DRESSING ROOM)

(THE PUPPETS ARE [MOSTLY]  
DELIGHTED)

TITO:

My man won!

REX:

Mine, too, Tex.

GRACE:

I voted for Richhouse.

DIDI:

Me, too.

TITO:

Well, if Mayor Flopdinger  
is a good Mayor, we'll  
look out for everybody  
whether they voted for  
him or not.

(CUT TO:)

SCENE 18  
(MAINSET)

(RICHHOUSE ENTERS WITH PACKED BAGS.  
STACY AND KIDS APPROACH)

STACY:

You gave it a good try,  
Mr. Richhouse. Going on  
vacation?

RICHHOUSE:

Moving, Miss Jones.

DAN:

But you just got here.

RICHHOUSE:

Now I know some people  
will say, Richhouse, you  
just got here. They call  
me a quitter. Well, I'm  
not a quitter. I'm moving  
on -- to a new town, and  
a new election.

DAN:

But you just lost the  
election. Why do you  
want to run for another  
one?

(RICHHOUSE KNEELS DOWN. HIS  
CONVICTION IS SINCERE)

SCENE 18 (CONT'D)

RICHHOUSE:

Kids, let me make this crystal clear: I may have made some mistakes in the past, but all I've ever wanted to do is help people. And if I ever win another election again, I'm going to make it my job to help all the people. Because any politician who doesn't try to help all people, doesn't deserve to win. just remember that when you're old enough to vote.

(SFX: TRAIN WHISTLE)

There's my train. But don't worry. One day, when you think I'm gone forever, I'll be back!

(HE SHOOTS OUT V-SIGN AND EXITS.  
MR. C. APPEARS ON MAIN DESK)

STACY:

Everybody voted this time, Mr. Conductor.

MR. C:

It's exciting, isn't it? Maybe I'll run for mayor next time.

BECKY:

That would be great! You could give speeches to big crowds--

DAN:

-- and do a debate on TV.

SCENE 18 (CONT'D)

KARA:

-- and if you win, have a  
huge office where people  
come in to see you every  
day!

(MR. C. THINKS FOR A BEAT)

MR. C:

On second thought, maybe  
I'll just go fishing.

(-- AND DISAPPEARS)